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<input type="checkbox"/>	L8	(virtual fabric) with (virtual model) and garment and mesh same format	18
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**PALM INTRANET**

Time: 15:08:04

**Inventor Name Search Result**

Your Search was:

Last Name = WEAVER

First Name = CHRISTOPHER

Application#	Patent#	Status	Date Filed	Title	Inventor Name
<a href="#">09134268</a>	Not Issued	161	08/14/1998	SWITCHING/SHORTING CONTACT AND METHOD	WEAVER, CHRISTOPHER
<a href="#">09150632</a>	<a href="#">6062092</a>	150	09/09/1998	SYSTEM FOR EXTRACTING SAMPLES FROM A STREAM	WEAVER, CHRISTOPHER
<a href="#">09268360</a>	<a href="#">6299492</a>	250	03/15/1999	ELECTRICAL CONNECTORS	WEAVER, CHRISTOPHER
<a href="#">09589012</a>	Not Issued	161	06/07/2000	Electrical connectors	WEAVER, CHRISTOPHER
<a href="#">09819092</a>	<a href="#">7059205</a>	150	04/06/2000	SYSTEM FOR EXTRACTING SAMPLES FROM A STREAM	WEAVER, CHRISTOPHER
<a href="#">09866363</a>	Not Issued	161	05/25/2001	Electrical connectors	WEAVER, CHRISTOPHER
<a href="#">11089274</a>	Not Issued	41	03/24/2005	System for extracting samples from a stream	WEAVER, CHRISTOPHER
<a href="#">60097247</a>	Not Issued	159	08/20/1998	POWER CONNECTOR	WEAVER, CHRISTOPHER
<a href="#">60103484</a>	Not Issued	159	09/24/1998	POWER CONNECTOR	WEAVER, CHRISTOPHER
<a href="#">07183863</a>	Not Issued	166	04/20/1988	USE OF NICKEL-PHOSPHOROUS UNDERCOAT FOR PARTICULATE MEDIA IN MAGNETIC STORAGE DEVICES	WEAVER, CHRISTOPHER A.
<a href="#">07380758</a>	<a href="#">4929499</a>	150	07/17/1989	USE OF NICKEL-PHOSPHOROUS UNDERCOAT FOR PARTICULATE MEDIA IN MAGNETIC STORAGE DEVICES	WEAVER, CHRISTOPHER A.
<a href="#">10676243</a>	<a href="#">7063152</a>	150	10/01/2003	MODEL HCCV HYDROSTATIC CLOSED CIRCULATION VALVE	WEAVER, CHRISTOPHER L.
<a href="#">11455565</a>	Not	30	06/19/2006	Model HCCV hydrostatic closed	WEAVER,

	Issued			circulation valve	CHRISTOPHER L.
<u>09923410</u>	Not Issued	71	08/08/2001	METHOD AND SYSTEM FOR A COMPUTER-RENDERED THREE-DIMENSIONAL MANNEQUIN	WEAVER, CHRISTOPHER S.
<u>10780058</u>	<u>7096619</u>	150	02/17/2004	EQUIPMENT OPERATOR PERSONALIZATION DEVICE	WEAVER, CHRISTOPHER S.
<u>10780093</u>	Not Issued	41	02/17/2004	System for combining geographic location information, database-derived affinity matches, and user control in order to permit individuals to rendezvous	WEAVER, CHRISTOPHER S.
<u>60700754</u>	Not Issued	159	07/20/2005	Determination of success probability as a function of calculated ranking in distributed data environments	WEAVER, CHRISTOPHER S.
<u>60746203</u>	Not Issued	20	05/02/2006	Catalytic Converter Assembly	WEAVER, CHRISTOPHER S.
<u>09329995</u>	<u>6404426</u>	150	06/11/1999	METHOD AND SYSTEM FOR A COMPUTER-RENDERED THREE-DIMENSIONAL MANNEQUIN	WEAVER, CHRISTOPHER S.
<u>10749618</u>	Not Issued	20	12/30/2003	Buffering unchecked stores for fault detection in redundant multithreading systems using speculative memory support	WEAVER, CHRISTOPHER T.
<u>10750039</u>	Not Issued	25	12/30/2003	Managing external memory updates for fault detection in redundant multithreading systems using speculative memory support	WEAVER, CHRISTOPHER T.
<u>10871429</u>	Not Issued	30	06/17/2004	Reducing false error detection in a microprocessor by tracking instructions neutral to errors	WEAVER, CHRISTOPHER T.
<u>10871430</u>	Not Issued	30	06/17/2004	Method and apparatus for reducing false error detection in a microprocessor	WEAVER, CHRISTOPHER T.
<u>10872109</u>	Not Issued	30	06/17/2004	Reducing false error detection in a microprocessor by tracking dynamically dead instructions	WEAVER, CHRISTOPHER T.
<u>10948813</u>	Not Issued	20	09/22/2004	Method and apparatus for reducing false error detection in a redundant multi-threaded system	WEAVER, CHRISTOPHER T.
<u>10953887</u>	Not Issued	41	09/29/2004	Executing checker instructions in redundant multithreading environments	WEAVER, CHRISTOPHER T.

## Inventor Search Completed: No Records to Display.

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modeling fabric and virtual fabric and virtual fi

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**[PDF] Compositing Photographs with Virtual Clothes for Design**

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3D **mesh** and the texture to a **format** that can be read by RADIANCE. ... Mass-spring cloth **model** for simulating different **fabric** types. In CompSys- ...  
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**[PDF] From real 2D patterns to 3D clothes on the web**

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simulate the exact behavior of **fabric**, the simplified **model** optimizes ... major considerations that determined the **quality** of the **Virtual Fitting Room** ...  
www.miralab.unige.ch/papers/125.pdf - [Similar pages](#)

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For both simulations, the **fabric** routers are designed to **model** the event-. driven routers used in Avici's distributed router **fabric** [24]. A separate **virtual** ...  
cva.stanford.edu/publications/2005/btowles\_thesis.pdf - [Similar pages](#)

**[PDF] Feel the "Fabric": An Audio-Haptic Interface**

File Format: PDF/Adobe Acrobat

We show that the **virtual fabric** is a. good **modeling** of the real counterpart. ... mined by solving a partial differential equation, or by **fitting**. the **model** ...  
portal.acm.org/ft\_gateway.cfm?id=846283&  
type=pdf&coll=&dl=acm&CFID=15151515&CFTOKEN=6... - [Similar pages](#)

**[PDF] Efficient Clothing Fitting from Data**

File Format: PDF/Adobe Acrobat - [View as HTML](#)

Finite-element **modelling** and control of flexible. **fabric** parts, Computer Graphics in Textiles and ... cloth **model** for dressing animated **virtual** people ...  
www.cs.ucl.ac.uk/staff/m.gillies/WSCG.pdf - [Similar pages](#)

**Project suggestions: Bernard Buxton**

For this so called Kawabata tests are made on real **fabrics** to get physical ... and adjust the **virtual model** so that it looks identical to the real picture. ...

www.cs.ucl.ac.uk/staff/B.Buxton/teaching/mres/projects/outline01.htm - 32k -

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**[PDF] System-Level Modeling of a Network Switch SoC**

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compensate, a variation on **virtual**. cut-through routing [9] was used to. route packets across the **fabric**. This. method breaks the packet up into a ...  
doi.ieeecomputersociety.org/10.1109/ISSS.2002.1227153 - [Similar pages](#)

**[PDF] Wearable, Redundant Fabric-Based Sensor Arrays for Reconstruction ...**

File Format: PDF/Adobe Acrobat

plication, such as **virtual** reality, teleoperation, telepresence, er- ... be noted that a hysteresis loop is present, i.e., the **fabric** sensor ...  
ieeexplore.ieee.org/iel5/7361/21592/101109JSEN2004837498.pdf - [Similar pages](#)

**'Patterner for Windows' download site**

Written specially for the creation of tent and **fabric** cutting patterns. ... version of Patterner for Windows does export 3d VRML (**virtual** reality **modelling** ...  
[www.patterner.co.uk/](http://www.patterner.co.uk/) - 15k - [Cached](#) - [Similar pages](#)

**Wide-format Imaging: News Update 4-27-05**

SGIA's **Virtual** Trade Show features a full listing of, and information, about SGIA '05 ... The new **fabric** is a PES FR **mesh fabric** with paper backing for ...  
[www.wide-formatimaging.com/pages/issues/2005/news-update/0427.shtml](http://www.wide-formatimaging.com/pages/issues/2005/news-update/0427.shtml) - 52k - [Cached](#) - [Similar pages](#)

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### 1 [Session 3: 3D virtual clothing: from garment design to web3d visualization and](#)


[simulation](#)

Luca Chittaro, Demis Corvaglia

 March 2003 **Proceeding of the eighth international conference on 3D Web technology**

Publisher: ACM Press

 Full text available: pdf(3.06 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

One of the major challenges in Computer Graphics concerns the 3D representation and physically-based simulation of garments. In our research, we are working closely with the textile industry, investigating three different classes of problems. First, we aim at developing techniques and methods for cloth simulation specifically aimed at the Web3D context. Second, we are defining a cross-application data exchange format among the different CAD systems and applications used in the textile industry, ...

**Keywords:** CAD tools for garment design, VRML/Java, XML, cross-application data exchange format for the textile industry, physically-based simulation, product visualization, virtual clothing

### 2 [Collision detection and proximity queries](#)



Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson

 August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

 Full text available: pdf(11.22 MB) Additional Information: [full citation](#), [abstract](#)

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

### 3 [GPGPU: general purpose computation on graphics hardware](#)



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

 August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available:  pdf(63.03 MB) Additional Information: [full citation](#), [abstract](#), [citations](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...


#### 4 [Projectors: advanced graphics and vision techniques](#)



Ramesh Raskar

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available:  pdf(6.53 MB) Additional Information: [full citation](#)

#### 5 [NPSNET: constructing a 3D virtual world](#)



Michael J. Zyda, David R. Pratt, James G. Monahan, Kalin P. Wilson

June 1992 **Proceedings of the 1992 symposium on Interactive 3D graphics**

**Publisher:** ACM Press

Full text available:  pdf(2.24 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


#### 6 [High dynamic range imaging](#)



Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available:  pdf(20.22 MB) Additional Information: [full citation](#), [abstract](#)

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

#### 7 [A survey of research and practices of Network-on-chip](#)



Tobias Bjerregaard, Shankar Mahadevan

June 2006 **ACM Computing Surveys (CSUR)**, Volume 38 Issue 1

**Publisher:** ACM Press

Full text available:  pdf(1.41 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The scaling of microchip technologies has enabled large scale systems-on-chip (SoC). Network-on-chip (NoC) research addresses global communication in SoC, involving (i) a move from computation-centric to communication-centric design and (ii) the implementation of scalable communication structures. This survey presents a perspective on existing NoC research. We define the following abstractions: system, network adapter, network, and link to explain and structure the fundamental concepts. First, r ...

**Keywords:** Chip-area networks, GALS, GSI design, NoC, OCP, SoC, ULSI design, communication abstractions, communication-centric design, interconnects, network-on-chip, on-chip communication, sockets, system-on-chip



8 Link and channel measurement: A simple mechanism for capturing and replaying



wireless channels

Glenn Judd, Peter Steenkiste

August 2005 **Proceeding of the 2005 ACM SIGCOMM workshop on Experimental approaches to wireless network design and analysis E-WIND '05**

**Publisher:** ACM Press

Full text available: pdf(6.06 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Physical layer wireless network emulation has the potential to be a powerful experimental tool. An important challenge in physical emulation, and traditional simulation, is to accurately model the wireless channel. In this paper we examine the possibility of using on-card signal strength measurements to capture wireless channel traces. A key advantage of this approach is the simplicity and ubiquity with which these measurements can be obtained since virtually all wireless devices provide the req ...

**Keywords:** channel capture, emulation, wireless

9 Getting others to get it right: an ethnography of design work in the fashion industry



James Pycock, John Bowers

November 1996 **Proceedings of the 1996 ACM conference on Computer supported cooperative work**

**Publisher:** ACM Press

Full text available: pdf(1.59 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** CSCW, design, ethnography, field studies, studies of work, the fashion industry, virtual reality

10 Computing curricula 2001



September 2001 **Journal on Educational Resources in Computing (JERIC)**

**Publisher:** ACM Press

Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

11 Reconfigurable computing: a survey of systems and software



Katherine Compton, Scott Hauck

June 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 2

**Publisher:** ACM Press

Full text available: pdf(710.56 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Due to its potential to greatly accelerate a wide variety of applications, reconfigurable computing has become a subject of a great deal of research. Its key feature is the ability to perform computations in hardware to increase performance, while retaining much of the flexibility of a software solution. In this survey, we explore the hardware aspects of reconfigurable computing machines, from single chip architectures to multi-chip systems, including internal structures and external coupling. W ...


**Keywords:** Automatic design, FPGA, field-programmable, manual design, reconfigurable architectures, reconfigurable computing, reconfigurable systems

12 Gilgamesh: a multithreaded processor-in-memory architecture for petaflops computing

Thomas L. Sterling, Hans P. Zima

November 2002 **Proceedings of the 2002 ACM/IEEE conference on Supercomputing**

**Publisher:** IEEE Computer Society Press

Full text available:  pdf(322.86 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Processor-in-Memory (PIM) architectures avoid the von Neumann bottleneck in conventional machines by integrating high-density DRAM and CMOS logic on the same chip. Parallel systems based on this new technology are expected to provide higher scalability, adaptability, robustness, fault tolerance and lower power consumption than current MPPs or commodity clusters. In this paper we describe the design of *Gilgamesh*, a PIM-based massively parallel architecture, and elements of its execution mo ...


**Keywords:** Petaflops computing, Processor-In-Memory, data parallel processing, irregular applications, parallel architectures

13 Immersive VR theatres and rendering for edutainment: The *Computer-Visualistik-Raum*: veritable and inexpensive presentation of a virtual reconstruction

Bert Freudenberg, Maic Masuch, Niklas Röber, Thomas Strothotte

November 2001 **Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage**

**Publisher:** ACM Press

Full text available:  pdf(19.53 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes the development of the *Computer-Visualistik-Raum* (CVR), a Virtual Reality experience presented in the Exhibition "Otto the Great, Magdeburg and Europe" which took place in 2001 in the Museum of Cultural History, Magdeburg. The presentation deals with an archaeological excavation that was carried out at the Domplatz in Magdeburg in the 1960s. In the CVR, which consists of three consecutive rooms with a spherical projection chamber in its center, visitors can explore se ...

14 Online Only: ACM Transactions on Design Automation of Electronic Systems, vol. 11, issue 3 (Novel Paradigms in System-Level Design): System level design paradigms: Platform-based design and communication synthesis

Alessandro Pinto, Alvisé Bonivento, Allberto L. Sangiovanni-Vincentelli, Roberto Passerone, Marco Sgroi

June 2004 **ACM Transactions on Design Automation of Electronic Systems (TODAES) , Proceedings of the 41st annual conference on Design automation DAC '04**, Volume 11 Issue 3

**Publisher:** ACM Press

Full text available:  pdf(338.16 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Embedded system level design must be based on paradigms that make formal foundations and unification a cornerstone of their construction. Platform-Based designs and communication synthesis are important components of the paradigm shift we advocate. Communication synthesis is a fundamental productivity tool in a design methodology where reuse is enforced. Communication design in a reuse methodology starts with a set of functional requirements and constraints on the interaction among components and ...

**Keywords:** Embedded systems, communication synthesis, platform-based design

15 Session F5: VR collision detection, occlusion culling, and applications: Generating seams and wrinkles for virtual clothing

Liang Ma, Jinlian Hu, George Baciuc

June 2006 **Proceedings of the 2006 ACM international conference on Virtual reality continuum and its applications VRCIA '06**

**Publisher:** ACM Press

Full text available:  pdf(784.40 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The generation of overall wrinkles on garment surfaces can be achieved by either introducing accurate cloth models with full collision response or by providing geometric wrinkle functions. Small wrinkles such as rippled appearance along seam lines have not been fully studied. Boundaries between different panels are often excluded from most garment draping simulations resulting in unrealistic appearance. This paper describes a new method to model realistic wrinkles on clothes via *seams*...


**Keywords:** modeling, seam, wrinkle

16 Poster Session: Using shape distributions to compare solid models

Cheuk Yiu Ip, Daniel Lapadat, Leonard Sieger, William C. Regli

June 2002 **Proceedings of the seventh ACM symposium on Solid modeling and applications**

**Publisher:** ACM Press

Full text available:  pdf(237.71 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Our recent work has described how to use feature and topology information to compare 3-D solid models. In this work we describe a new method to compare solid models based on shape distributions. Shape distribution functions are common in the computer graphics and computer vision communities. The typical use of shape distributions is to compare 2-D objects, such as those obtained from imaging devices (cameras and other computer vision equipment). Recent work has applied shape distribution metrics...

**Keywords:** 3D search, shape matching, shape recognition, solid model databases

17 Cloth & deformable bodies: Estimating cloth simulation parameters from video

Kiran S. Bhat, Christopher D. Twigg, Jessica K. Hodgins, Pradeep K. Khosla, Zoran Popović, Steven M. Seitz

July 2003 **Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '03**

**Publisher:** Eurographics Association

Full text available:  pdf(7.33 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Cloth simulations are notoriously difficult to tune due to the many parameters that must be adjusted to achieve the look of a particular fabric. In this paper, we present an algorithm for estimating the parameters of a cloth simulation from video data of real fabric. A perceptually motivated metric based on matching between folds is used to compare video of real cloth with simulation. This metric compares two video sequences of cloth and returns a number that measures the differences in their folds...

18 Repairing CAD models

Gill Barequet, Subodh Kumar

October 1997 **Proceedings of the 8th conference on Visualization '97**

**Publisher:** IEEE Computer Society Press

Full text available:  pdf(1.14 MB)  Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

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19 [Out-of-core build of a topological data structure from polygon soup](#)



Sara McMains, Joseph M. Hellerstein, Carlo H. Séquin

May 2001 **Proceedings of the sixth ACM symposium on Solid modeling and applications**

**Publisher:** ACM Press

Full text available: pdf(1.22 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Many solid modeling applications require information not only about the geometry of an object but also about its topology. Most interchange formats do not provide this information, which the application must then derive as it builds its own topological data structure from unordered, "polygon soup" input. For very large data sets, the topological data structure itself can be bigger than core memory, so that a naive algorithm for building it that doesn't take virtual memory access p ...

20 [Construction engineering and project management: Construction engineering and project management I: building a virtual shop model for steel fabrication](#)



Lingguang Song, Simaan M. AbouRizk

December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation**

**Publisher:** Winter Simulation Conference

Full text available: pdf(487.44 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

Steel fabrication is a complex process, which encompasses product uniqueness, a high product mix, and a number of activities involving a variety of equipment and labor disciplines. The steel fabrication industry needs advanced tools and techniques in order to estimate, plan, and control fabrication shops. This paper proposes a system for building virtual fabrication shop models capable of estimating, scheduling, and analyze production. The system defines conceptual models for product, process ...

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